



Hammer of Daemons

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In the nightmare future of Warhammer 40,000, a superhuman warrior must battle his way free from a world of daemons.

Hammer of Daemons Details

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Author : Ben Counter

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From Reader Review Hammer of Daemons for online ebook

Thomas says

The third book in the Grey Knights Trilogy finds Justicar Alaric trapped on a hideous Chaos world. Lots of action and disgusting Chaos, I hope Counter gives Alaric more stories. Check it out.

F.J. Sanz says

De inferior nivel a otros libros relacionados con la temática de Warhammer 40.000.

Keamy Loken says

As this is the last book in the Grey Knights Omnibus and as far as I know this is the last one with Alric...I feel quite sad. I will miss his character as he majorly grew on me. I really want to have him on a never ending quest of little adventures. Although, preferably once that don't require him to almost die every 5 pages. XD

Michael T Bradley says

Much like Graham McNeill's Dead Sky, Black Sun, this is a Chaos book masquerading as a Loyalist book.

In a supremely Conan-esque fashion, Alaric is taken hostage during what should have been a pretty straightforward liberation attempt by a Chaos lord who's a member of a large group of Chaos folk who like to have each other's champions fight in arena duels. The really frustrating thing for Alaric is that they put a ... psi-dampening (?) collar on him, so that he's essentially mentally just a normal human. How far is he willing to go to stay true to his morals? Which is more important, escape or staying virtuous? How big of a creature can he beat or stab to death?

All these very important soul-searching questions are answered through the book. There's a good amount of time paid to the other prisoners, and I'll admit, their stories were not handled in the way that I assumed they would be. There are rumors of something called the Hammer of Daemons, said to be a weapon that can slay those imprisoning them. Is it just a rumor? Is it a metaphor? Is the hammer really inside all of us, all along?

Again, you'll have to read to find out. And if you enjoy scenes of big badass guys in loincloths in cages falling into humongous pools of blood and having to fight the skeletal hands that reach out of said blood, you're going to enjoy reading and finding out. This is by far the best book I've read by Ben Counter. Usually he impresses me simply by not being terrible, but this book is actually incredibly engaging. Very glad I read it.

Khonsu says

It's not a bad book however it is directly opposed to the character which was built in the first two books of the series and completely goes against all lore in the universe regarding the Grey Knights.

Taken on its own it's an easy read, but if you're looking for a book to delve into the Grey Knight chapter, give this one a miss.

It would have been a much better novel if it was about a "standard" chapter, written about a Grey Knight, it simply doesn't work or make sense.

Meitnerio says

Quizás es que Ben Counter quería escribir un libro dedicado a los malos y no le dejaron, o iba a estar protagonizado por otro personaje y luego las decisiones editoriales forzaron a meterlo de la saga de los Caballeros Grises, pero no acabo de entender tanta diferencia respecto a sus dos novelas precedentes. Han desaparecido las historias complejas, los personajes con aristas y el carisma de la Inquisición Imperial y quedan las toñas, los tiros y los desmembramientos.

Podríamos decir que se distingue del cánon habitual en la franquicia por la gratuidad de la acción (que ya es decir). De la misma manera, también debemos reconocer que los juegos y las matanzas son presentados con habilidad, las páginas pasan con ritmo y, aunque no se sepa muy bien hacia dónde va, el viaje es divertido.

Para más datos, la reseña completa aquí ;)

<http://meitnerio.blogspot.com/2018/01...>

Chris says

Like most WH40K books, Hammer of Daemons is dragged down by an overabundance of action and gore. The heavy reliance on arena combat is both a fun throwback to corny sci-fi of the 1980s and a repetitive trope. I found the section where Alaric struggles internally with the demon Razazael to be the most interesting part of the book, but even then it felt truncated by the action on the exterior. Ultimately the conclusion is grim and a little hard to swallow.

It's best to approach this book 1) with lower standards, and 2) as part of the Grey Knights: The Omnibus.

Tim says

Out of the other two Grey Knights books, this one was the best.

Alexander Draganov says

Excellent conclusion to a series, which gave no indication that can end so strongly. Complex and interesting plot, non-stop gory action, memorable characters - I can't ask for more.

Detailed review in Bulgarian here:

<http://citadelata.com/hammer-of-daemons/>

Chris says

I find the Warhammer 40,000 universe very interesting. I am a fan of sci-fi in general but always found the idea of giant, fanatical, genetically modified, heavily armoured warriors roaming around the battlefields of the future cutting down aliens and heretics with the withering hail of gunfire or the buzz of a chainsword.

I enjoyed this book although it will never win any book prizes it was entertaining. Very violent but fun to read without being too taxing. If you are a fan of the warhammer 40,000 universe or just want a bit of sci-fi fluff to read to pass the time I highly recommend it.

David Hellstrom says

Probably one of the most interesting and unique plots I have ever read within the 40k universe.

Christian says

Ben Counter has definitely redeemed himself for my taste. The final part of his Grey Knights trilogy is kind of like 'Passion of the Christ' mixed with 'Spartacus the TV show'. It's a great read about remaining steadfast in the face of overwhelming physical, psychological and spiritual hardship. The trilogy really made me respect Grey Knights and I see the bad ass hierarchy as: Space Marine-Space Wolves-Grey Knights.

Wyatt. H. says

Hammer of Daemons
book review-Wyatt Holtkamp
for Mrs. Murphy's class

The Hammer of Daemons follows the path of Justicar Alaric, The Grey Knight, as he battles his way across the stars. Fighting against the greatest foes that the universe has to offer, his job is dangerous, but it is what he was designed to do. As a Grey Knight, Justicar Alaric fight daemons, creatures of corrupt energy from a place beyond reality known as the warp. They are the greatest enemies of mankind, and are each much larger and stronger than atleast 5 full grown men. How is it that Alaric can fight them, and regular men cannot? Well, the answer is simple, Alaric is a space marine.

Space Marines are the champions of man kind. Genetically altered to be strong, fit, and without fear, they fight what we can not. Coming in at 3 meters tall, with two sets of lungs, two hearts, and the strength of 20 men, one space marine can lift a truck without pause and bench press it. Even so, Alaric is not even a regular space marine, he is a grey knight. The best soldiers that the imperium have to offer, the grey knights combine the strength and mass of a space marine with the cunning and intelligence of a veteran soldier. They do not just fight against the enemies of man kind, the daemons, they turn it into a hunt.

As if the Space Marines don't already have a big enough advantage, they also have the best equipment. Each stand a half meter taller when dressed out in full and complete armor, which not only protect them from the rigours of combat, but lends them even more strength. Each warrior carries a Nemesis Halberd, the preferred weapon of the Grey Knights. Designed specifically for killing daemons, the Halberd operates with the same energy that the daemons live on, giving it the ability to harm them where other weapons would have failed. And as a side arm, each Knight carries a heavy storm bolter. Loaded with mass reactive shells, each shot not only hits its mark with deadly accuracy, but with a bang, sending each daemon back to the warp from hence it came.

Alas, Even with all of this, Space Marines still die. Each Marine is created with the ability to be immortal, to live forever. The ability is there, in their DNA, but most will never realize this great gift they have been given. Infact, Most Space Marines never live past a single century. Born to fight, Space Marines are transported from one combat zone to the next, never ceasing in their fight. They may have been specifically built to fight daemons, but there is a reason why they were created to do so, Daemons are just as deadly as any Space Marine, and any just as many Marines die as do Daemons. but do not fear, For to be a Space Marine does not only mean fighting for man kind, it means dieing for man kind, and each and Space Marine has accepted this oath of commitment. To them, the greatest honour is not to FIGHT for their purpose, the greatest honour is to DIE fighting for their purpose

Brian Turner says

Justicar Alaric finds himself cut off from the rest of the Grey Knights when he is captured by Chaso forces. Forced to fight his way through a planet which is nothing more than a massive arena for Khorne the blood god, he has to rely on his ingenuity to survive.

Lots of good moments but the ending did show how far removed from humanity he has become by being a Space Marine.

Richard Mann says

I thought this book told an interesting tale of the lengths to which a Grey Knight may go in order to achieve victory without losing their soul to corruption. As with the previous books in this series, Ben Counter painted excellent pictures of each scene and the struggle Brother Alaric faced as he looked for a way to defeat the champions of the Blood God.
